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Special Fan Supported Issue!

THE

GIFTER

Your Guide to the Megaverse



**GM Shield
Unofficial Resource Material**

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The Gifter GM Shield

Your Guide to the Palladium Megaverse®

GIFTER

Presents

GM Shield

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Kuseru has compiled a very extensive set of tools for his own use. I did not request permission to reference his material. His collection is the most complete I have found to include in this work.

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Special Thanks to all our contributors, writers and artist to this special issue. Your support and contributions are valued and appreciated. Our apologies to anybody who may have been accidentally left out or their named misspelled.

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S.D.C. TABLE

Item	S.D.C.	Item	S.D.C.
Arrow (to break or cut)	3	Leather Belt	5/8/10
Airplane, Single Engine	400	Leather Strap, Light	1-4
Airplane, Jet Airliner	2,000	Leather Strap, Heavy	10/20/40
Gate, Wood	50	Calculator, Hand Held	10
Boat, Canoe/Row Boat	40	Camera, Digital	15
Boat, Cabin Cruiser	450	TV/Monitor	15
Boat, Cargo Freighter	8,000	Truck, Freight Hauler	650
Binoculars	10-20	Camera, Standard 35mm	20
Pontoon	75	Manacles/Handcuffs, Regular	60
Glass Bottle	4	Manacles/Handcuffs, Heavy	120
Glass, Ordinary	5 or 10	Manacles/Leg Irons, Light	120
Glass or Ceramic Jug	6	Manacles/Leg Irons, Heavy	200
Glass, Brick	100	Leg Irons, Light	120
Glass, Automotive Bulletproof	250	Leg Irons, Heavy	200
Glass, Automotive Safety	30	Leg Irons, Super-Alloy	500
Glass, Heavy Security	1,000	Truck, Half-Ton Hauler	550
Glass, Window, Ordinary Glass	20	Canteen, Half Gallon	20
String/Twine (to cut)	2	Wagon, Wheel	20-30
Rope, ½ Nylon "Climbing"	15 /325	Wagon, Small/Cart	50
Rope, Cotton "Clothesline"	5/75	Wagon, Wheelbarrow	90
Rope, Heavy (to cut)	12	Wagon, Medium	120
Book	6	Wagon, Large	250
Rope, Light (to cut)	6 or 8	Motorcycle	100
Rope, Lightweight Twine	1/5	Car, Window (side)	35
Handcuffs, Regular	60	Car, Windshield	70 or 100
Handcuffs, Heavy	120	Car, Door Only	150
Handcuffs, Super-Alloy	300	Car, Compact	250
Table, Heavy or Large	150	Car, Luxury	450-500
Table, Medium	50	Truck, Medium-Sized Pickup	450
Table, Small & Light	25	Cell Phone	15 or 20
Box, Cardboard	2	Walkie-Talkie	15-25
Box, Jewelry	10	Lock, Small for Box or Bag	10
Box, Wood Shipping Crate	12 or 20	Lock, Trunk	20
Box, Metal Shipping Crate	48/60/100	Lock, Light Padlock	25-35
Box, Crate	30/60/100	Lock, Medium Padlock	40
Box, Trunk wood	50/90/160	Lock, Heavy Padlock	60-75
Box, Metal Security	30/60/90	Lock, Burglarproof	80
Box or chest, wood	15/30/50	Lock, Common Latch	40
Box, Trunk metal	100/150/200	Lock, Dead Bolt	100
Ice Wall or Shield, 5x6 ft (1.5x1.8 m)	100	Lock, Heavy Sliding Bar	150
Ice Wall or Shield, 10x8 ft (3x2.4 m)	60	Chair, Light	30
Ice Wall or Shield, 20 X 10ft (6.1x3 m)	40	Chain (to cut or snap)	30 to 50
Tires, Normal	8	Chain, Standard	50
Tires, Armored	20	Chain, Heavy	250
Tires, Robotic	60	Communicator, Small	10
Treads	200	Communicator, Large	30
Ladder	30	Computer, Notebook/Palm Pilot	15
		Computer, Laptop	30
		Computer, Typical Desktop	50



Item	S.D.C.	Item	S.D.C.
Wall, Dirt	120	Weapon, Assault Rifle	75
Wall, Exterior Wood	150	Weapon, Metal Sword	100
Wall, Clay or Sand	125	Weapon, Magic	200
Wall, Cinder Block	300	Weapon, Super Advanced	2D6x100+80
Wall, Castle Stone	1,000	Weapon, Super Advanced	1D4x10 +12
Wall, Interior Plaster	75	Weapon, Artillery Piece	1,500
Wall, Light Stone	100	Frying Pan	20/40/60
Wall, Exterior Brick	200	Plant, bushes/shrubs/sm trees	4D6+4
Wall, Heavy Stone	300	Plant, average trees	4D6x10
Wall, Reinforced Concrete	400	Plant, weeds/grass/soft plants	1D6
Wall, Stockade	150	Plant, heavy weeds/vines	2D6
Wall, Super-Alloy	600-1,000	Plant, large trees	6D6x10
Wall, Wood, light	50	Window, Plexiglass	35
Watch, Pocket	10	Gate, Metal	100
Watch, Wrist	5	Gate, Metal Security	250
Door Hinge, Light (metal)	10 each	Wine or Water Skin	5
Door Hinge, Heavy (metal)	25 each		
Door, Interior Wood	100		
Door, Exterior Wood	170		
Door, Metal Grille/Gate	350		
Door, Metal, Solid	500-600		
Door, Metal Safe	800-1,200		
Door, Metal Bank Vault Type	5,000		
MI, Harp	4		
MI, Wood /Reed Pan Pipes	6		
MI, Bamboo Straight Flute	8		
MI, Bagpipes	10		
MI, Clay Straight Flute	11		
MI, Lute	11		
MI, Metal Pan Pipes	12		
MI, Accordion	12		
MI, Wood Straight Flute	14		
MI, Mandolin	15		
MI, Bugles/Trumpets/Horns	15		
MI, Metal Straight Flute	20		
MI, Metal Side Flute	22		
MI, Leika	22		
MI, Traveling Drums (3)	25		
MI, Large Drum	50		
Door, Solid Metal	600-800		
Fence, Wood	75		
Fence, Cyclone Mesh	100		
Fence, Iron Post	250		
Field Radio	35-50		
Flashlight, Standard	15		
Flashlight, Unbreakable	100		
Weapon, Small Pistol	35		
Weapon, Hard Wood	40		
Weapon, Energy	50		

A.R. TABLE

Substance	A.R.
Cloth/Fabric	4
Bone	9
Hard Plastic, Hard Ceramic or Kevlar **	13/15
Padding	5
Thin Wood (2 inches)	10
Metals: Soft (Aluminum, Copper)	14
Metals: Hard (Titanium, Steel)	16
Soft Leather	6
Brick or Cinderblock	11
Stone	14
Glass or Pottery Ceramic *	11/6
Thick Wood (2 inches)	12
Concrete **	15
Rubber or Soft Plastic	7
Ice	12
Hard Leather or Drywall	8
Dirt or Clay	13
Hat	1-6

*Glass has an A.R. of 11 against unarmed hand to hand attacks, but only 6 when up against metal, stone, weapons or energy Substance.

** Items made of this material has an A.R. of 15 verses bullets.

Saving Throws

As a standard practice we define the feats and required resistance with the basic description and roll required to over come them.

Easy	10
Moderate	12
Challenging	14
Tricky	15
Difficult	16
Impossible	18

Easy; Celestial Calligraphy

Moderate; Basic Magic, Chi Magic

Challenging; Common Disease, Extreme Heat, Extreme Cold, Lethal Poison/Gas, Pain.

Tricky; Toxins, Illness, Knockout
Magic Wards, Demon/Infernal Magic, or Magic Fumes.

Difficult; Virulent Disease, Non-lethal Poison/Gas, Magic Circles, Magic Ritual, Faerie Magic.

Damn Near Impossible; Anti-Magic Cloud, Dragon/Immortal/Deific Magic, Electrocutation.

Specific Saving throws guide are as follows for most characters from our experience.

Spell Magic	14
Ward Magic	14
Ritual Magic	16
Psionics	14
Toxins	15
Drugs	15
Poisons	15
Insanity	15
Possession	12
Disease	15
Horror Factor	8 is a base
Illusions	10
Stun	15
K.O.	15
Pull Punch	11

Other modifications can be determined by the top chart according to the GM's needs. The bottom chart is specific for a quick reference.

Hand to Hand Damage

Strike	Damage
Backhand	1D4
Black Tiger Claw Strike	1D6+4
Claw Hand	1D6
Crane Fist	1D8
Double Fist Punch	2D4
Double Knuckle Fist	1D8
Duo-Claw Strike	2D6
Duo-Knuckle Strike	Stun only
Fingertip Attack	1 point
Fore-Knuckle Fist	1D6
Gou Combination	3D6
Gou Grip	1D4
Gou Strike	2D6
Human Fist (Punch)	1D4
Knife Hand	1D6
Lau	1D4
Overhead Fore-Knuckle Fist	1D10
Palm Strike	1D6
Power Punch	1D10
Push Open Hand	Knock back
Rotary Palm Strike	1D6+
Roundhouse Punch	1D8
Two-Hand Push	Stun
Uppercut	1D8
Kick Attack	1D8
Snap Kick	1D6
Roundhouse Kick	2D6
Wheel Kick	1D10
Crescent Kick	1D10
Axe Kick	1D10
Backward Sweep	Knockdown
Sweep Kick	1D4
Tripping/Leg Hook	Knockdown
Jump Kick	1D8, Critical
Flying Jump Kick	1D10, Critical
Flying Reverse Turning Kick	2D6, Critical
Chuk	2D6
Elbow	1D4
Forearm	1D4
Knee	1D6
Head butt	1D4
Knee Spike	2D6
Snap Spike	2D4
Leg Spur	1D6+
Gore	2D6
Double-Gore	1D4/2D6
Shoulder Ram	2D4/4D6
Elbow Spike	1D10
Leap Kick	3D8
Clothesline	1D6+50% K.O.

Special Damage, Attacks, Parry and Dodge Options

The following are optional considerations for damage during an encounter. Some may be a factor due to character abilities or surrounding environmental issues that can alter the course of a game.

Super Speed	+4 per 20 mph (32 km)
Falling Damage	1D6 per 10 feet
Critical Damage	x2 the amount rolled.
K.O.	on natural 20 if called.
Death Blow	on natural 20 if called.
Stun	on natural 20.
Point Blank Attack/Dodge	+10 bonus/ -10 bonus.
Night Freeze	1D6/hr
Frostbite	1D4
Ice (Contact)	1/min
Ice (Immerse)	1D4/min
Ice (Encase)	4D6/rd
High Volt (Pwr Line, Lightning)	8D6
Medium Volt (Elec Fence)	4D6
Low Volt (Fuse Box, Socket)	2D6
Jolt (Car Battery, Stun Gun)	1D4
Candle, Lighter	1 140d F
Torch	1D6 190d F
Campfire (small)	2D6 290d F
Bonfire (large)	3D6 500 d F
House Fire (small)	5D6 700d F
House Fire (large)	6D6 1200d F
Forest Fire	1D6x10 1500d F
Fire Storm	2D4x10
Lava (Contact)	2D6
Lava (Immerse)	2D6x10
Boiling Liquid (Contact)	1D6
Boiling Liquid (Immerse)	1D6x10

Vehicle Speed crash/ram 2D6 per 10mph (16 km)
Safety gear reduces damage by half. Persons in the ramming vehicle suffer 1/3 of the damage given to target struck. Effects include no action for 1D4 rounds and a loss of initiative.

Gas attacks

Effects include -6 to all strikes, parries and dodge attempts. Targets lose all initiative while in affected area.

Surprise Attacks x3 damage rolled.
Surprise attacks are sneak attacks and attacks from be-

hind where the target does not suspect the attack. It can only be used on the very first attack action. If the attack misses no other surprise attacks will work on the target.

Called Shots 12 or better roll.

Called shots target very small areas and need a lot of skill to hit. Often bonuses are ignored at GM's discretion.

Dodge Lasers -8

Dodge Bullets -6

The above dodge options are based on keeping the players bonuses in effect. The alternate option for a game is to ignore dodge bonuses of the player characters and use a flat -4 for all dodges of these two attack types. The GM can decide what works best for their game.

Dodge Missiles limited

The above dodge option is only good for up to three missiles. It is impossible to dodge a volley of more than three. If a volley of four missiles is fired at a player character they can only reduce the damage by rolling with punch roll fall.

Attacking or Dodging while Running Within 30 feet 3 dodge, -20% Spd

Cover Modifiers

Mostly exposed -2 to Strike

Half Exposed -3 to Strike

Mostly Covered -6 to Strike

Barely Visible -8 to Strike

Optional Damage Results

Roll	Damage
01-14	Minor bruises & lacerations. Spd -2, -1 to dodge
15-29	Severely bruised & battered muscles P.P. -1, Spd -3
30-44	Damaged (sprain, pulled, cut, etc.) arm or shoulder. P.P. -3
45-59	Damaged leg or hip. Spd is ½, -2 to dodge
60-74	Damaged hand and/or wrist P.P. -1, P.S. -2
75-89	Head Injury -5% on all skills; Spd -2
90-00	Damaged back or pelvis. P.E. -1, P.P. -2, Spd -3

Knockdown Table

Damage	Human
1-10	No chance
11-20	20% Chance
21-30	30% Chance
31-40	50% Chance
41-50	70% Chance
51-60	90% Chance
Damage	Supernatural
01-30	No chance
31-50	10% Chance
51-70	20% Chance
71-100	40% Chance
101-150	60% Chance
151-200	80% Chance

Perception

Situation and descriptions explained:

Easy; hearing a loud noise, finding a bright colored object against a white background

4 or better

Moderate; looking for somebody in a well lit area, hearing a slight noise

8 or better

Challenging; looking for something in a poor light, hearing something over a noisy background

14 or better

Difficult; finding something in the dark; hearing a snake sliding over a carpet

17 or better

Recovery, Healing and Health

Recovery with non-professional treatment of victims can only help recover 2 hit points per day. S.D.C. recovers at 4 per day.

Recovery with professional treatment is 2 hit points for the first two days and 4 hit points for every day there after. S.D.C. recovers at 6 per day.

Healing Factor: Some characters having powers. They heal as much as 18 S.D.C. per hour. That is 3 every ten minutes. Along with that a hit point recovery of 1 every fifteen minutes, which is 4 per hour. Optionally for these characters is the ability to super heal once every 24 hours. That allows them to recover 4D6 hit points instantly.

Super Regeneration: These characters heal at a

speedy rate of 2D6 per melee. That is 1D4x10+4 per minute. Characters with this power can regrow limbs in 3D6+72 hours.

Optional house rules for healing:

Characters some times reach a level of P.E. which is well above the human average. Should a character get a P.E. ability score that is equal or greater than 20 consider giving them the ability to heal 1D6 extra S.D.C. or hit points per day. This is simply to recognize the characters ability score. Should a player character decide to completely rest and avoid any exertion then consider 2D6 S.D.C. or hit points per day as a bonus. This helps to speed up events in game play and gives players more options in a game setting.

P.P.E. And I.S.P.

Many games have situations where one needs to use P.P.E. And there are just no willing participants willing to give it up without a fight. The following is a list of P.P.E. Sources and I.S.P. averages for game play. Remember that magic users and psionic characters have a lot more than the list here provides.

Source	P.P.E.	I.S.P.
Typical Human	3	1
Young Man	6	2
Young Woman	8	3
Child	25	8
Birds & Rodents	1	1
Cats	2	1
Dogs	6	2
Dogs, Large	12	3
Wolves	12	3
Mountain Lions	8	2
Cattle and Horses	14	4

Those unwilling to give P.P.E. To A predator must make a save, rolling better than 16. Any character who dies while being drained of P.P.E. Will give off double the number of P.P.E. Points!

Rituals and offering P.P.E. Increases the total amount in a pool of P.P.E. That can be drawn from. Characters willingly giving P.P.E. Do not get to make a saving throw and instantly lose all P.P.E. That they have for 24 hours.

Base P.P.E. Comes from the P.E. ability.

Base I.S.P. comes from the M.E. ability.

P.S.	Normal	Strong	Brute	EX/Beast	Super/Robot	SN/Crush
1	10/20	20/40	20/50	100/200	200/300	300/500
2	20/40	NA	NA	200/400	400/600	600/1000
3	30/60	NA	NA	300/600	600/900	900/1500
4	40/80	NA	NA	400/800	800/1200	1200/2000
5	50/100	NA	NA	500/1000	1000/1500	1500/2500
6	60/120	NA	NA	600/1200	1200/1800	1800/3000
7	70/140	NA	NA	700/1400	1400/2100	2100/3500
8	80/160	NA	NA	800/1600	1600/2400	2400/4000
9	90/180	NA	NA	900/1800	1800/2700	2700/4500
10	100/200	NA	NA	1000/2000	2000/3000	3000/5000
11	110/220	NA	NA	1100/2200	2200/3300	3300/5500
12	120/240	NA	NA	1200/2400	2400/3600	3600/6000
13	130/260	NA	NA	1300/2600	2600/3900	3900/6500
14	140/280	NA	NA	1400/2800	2800/4200	4200/7000
15	150/300	NA	NA	1500/3000	3000/4500	4500/7500
16	160/320	NA	NA	1600/3200	3200/4800	4800/8000
17	170/340	340/680	340/850	1700/3400	3400/5100	5100/8500
18	180/360	360/720	360/900	1800/3600	3600/5400	5400/9000
19	NA	380/760	380/950	1900/3800	3800/5700	5700/9500
20	NA	400/800	400/1000	2000/4000	4000/6000	6000/10000
21	NA	420/840	420/1050	2100/4200	4200/6300	6300/10500
22	NA	440/880	440/1100	2200/4400	4400/6600	6600/11000
23	NA	460/920	460/1150	2300/4600	4600/6900	6900/11500
24	NA	480/960	480/1200	2400/4800	4800/7200	7200/12000
25	NA	500/1000	500/1250	2500/5000	5000/7500	7500/12500
26	NA	520/1040	520/1300	2600/5200	5200/7800	7800/13000
27	NA	540/1080	540/1350	2700/5400	5400/8100	8100/13500
28	NA	560/1120	560/1400	2800/5600	5600/8400	8400/14000
29	NA	580/1160	580/1450	2900/5800	5800/8700	8700/14500
30	NA	600/1200	600/1500	3000/6000	6000/9000	9000/15000
31	NA	620/1240	620/1550	3100/6200	6200/9300	9300/15500
32	NA	640/1280	640/1600	3200/6400	6400/9600	9600/16000
33	NA	660/1320	660/1650	3300/6600	6600/9900	9900/16500
34	NA	680/1360	680/1700	3400/6800	6800/10200	10200/17000
35	NA	700/1400	700/1750	3500/7000	7000/10500	10500/17500
36	NA	720/1440	720/1800	3600/7200	7200/10800	10800/18000
37	NA	740/1480	740/1850	3700/7400	7400/11100	11100/18500
38	NA	760/1520	760/1900	3800/7600	7600/11400	11400/19000
39	NA	780/1560	780/1950	3900/7800	7800/11700	11700/19500
40	NA	800/1600	800/2000	4000/8000	8000/12000	12000/20000
41	NA	820/1640	820/2050	4100/8200	8200/12300	12300/20500
42	NA	840/1680	840/2100	4200/8400	8400/12600	12600/21000
43	NA	860/1720	860/2150	4300/8600	8600/12900	12900/21500
44	NA	880/1760	4400/8800	4400/8800	8800/13200	13200/22000
45	NA	900/1800	900/2250	4500/9000	9000/13500	13500/22500
46	NA	920/1840	920/2300	4600/9200	9200/13800	13800/23000
47	NA	940/1880	940/2350	4700/9400	9400/14100	14100/23500
48	NA	960/1920	960/2400	4800/9600	9600/14400	14400/24000
49	NA	980/1960	980/2450	4900/9800	9800/14700	14700/24500
50	NA	1000/2000	1000/2500	5000/10000	10000/15000	15000/25000

Experience Points Award Table

Combat

Zero points for fighting that's just to show off, too proud to stand down, gets the rest of the group in trouble, or any stupid or selfish reasoning.

25-50 points for killing or subduing a minor menace.

75-100 points for killing or subduing a major menace.

150-400 or more points for killing or subduing a great menace. Using skills or abilities

10-25 points for performing the right skill (successful or not), at the right time, for the right reason. At 4th level and up, this might apply only to skills performed

when they are absolutely critical or under stressful conditions.

Reasoning

25-50 points for a clever, but futile idea.

25-100 points for a clever, useful/helpful idea or action.

25-50 points for using good judgment or one's power or skill well.

50-100 points for insightful and helpful deductive reasoning or keen observation.

100 points for a quick thinking idea or action that was helpful

100-200 points for insight or deductive reasoning that plays a huge role in a critical plan or saving lives.

200 points for a critical plan or action that saves the character's own life and/or a few comrades.

400-1000 points for a critical plan or action that saves the entire group and/or many innocent people.

Role-playing

25-50 points for playing in character when it would have been easier not to.

50-100 points for avoiding unnecessary violence; self-restraint or talking, bluffing or intimidating out of trouble or danger.

50-100 points for a small act of self-sacrifice, or an act of kindness, mercy or compassion.

50-100 points for a successful daring or heroic action (whether it was clever or not).

75-100 points for playing in character or one's alignment when circumstance or powerful temptation begged otherwise.

100-300 points for endangering the character's own life to help or save others.

500-700 points for a genuine life and death self-sacrifice in a situation where the character's heroism seemed likely to cost him his life.

Perception Table by Difficulty

4+: An Easy Situation/Circumstance: loud noise, contrasted object, etc.

8+: Moderate. Slight noise, looking for smt/smb in a well-lit area, etc.

14+: Challenging. Poor light, fog, murky water; whispered conversation, etc.

17+: Difficult. Dark or loudy conditions; well hidden; great confusion, etc.

Perceptions Rolls vs Stealth skills: Prowl, Detected Ambush, Detect Concealment, Camouflage and Concealment.

Perception roll vs 1d20 (+1/10 Stealth Skill percentatge)

Perceiving Supernatural Involvement

8+ if then evidence is plentiful and obvious.

14+ if the evidence is sparse or "scientifically" inconclusive.

Perceiving being watched by Supernatural evil

15+ to sense Supernatural predators and Lesser Demons.

17+ to sense Demonic servants and Greater Demons.

19+ to sense Ancient Evil, Dark God or Alien Intelligence.

MDC repairing costs

Depending on material types, rarity or object complexity MDC repairing cost can vary up to 200% [SB1 page. 36]. The Black Marquet, Titan Robotics, Manistique

Imperium have more or less standardized prices than are those reproduced

below. Other sites may have rates ranging between 50% and 200% depending on the availability of materials, labor or work urgency [SB1 page. 36]. It also can reduce some repairs if we actively participate in them or hire an operator.

Repairs can not ever exceed the limit of the original MDC fixed object. In some cases specified, there must be a stablished intact portion of MDC to be able to perform repairs. However, when the MDC comes to 0, the object was completely destroyed and can not be repaired. Although its remains can be used for other repairs [SB1 page. 35].

Body armor: Plate armor (700 cr. / MDC), Chainmail (550 cr. / MDC), Composite armor (650 cr. / MDC), Plastic armor (630 cr. / MDC), Textile armor (620 cr. / MDC).

Power armor and robots (must remain at least 15% of the original MDC): MDC Armor (800 cr. / MDC). Other systems cost can be found on pg. 37 SB1. If the repair is made by an Operator reduce its cost by 25% (plus time cost at 30% - 50%). The final cost, therefore, could vary between 600 and 200 cr. / MDC.

Note: On the other hand, RUE page. 92 provides a repairing cost by an Operator of 1200 cr. / MDC.

Vehicle and Robot Vehicle (must remain at least 15% of the original MDC): MDC Armor (4,000 cr. / MDC). Other systems cost can be found on pg. 37 SB1. If the repair is made by an Operator, it dramatically reduces the cost up to 1,200 cr. / MDC [RUE page. 92].

Bionic and cybernetic (must remain at least 25% of the original MDC, or 30% of the original components to repair): MDC repairing cost is 2,000 cr. / 1 MDC. To fix components calculate a cost of 30% on the price of the original component. If surgery is needed, the cost is a 20% of the installed bionic parts cost. This cost can be lowered by 10% - 50% depending on facility conditions and business relationship [p. BS. 64].

Self-repairs are done at -30% of the appropriate skill: Bioware Mechanics, Cybernetic.

Medicine or Cybernetic Basics to reduce the cost up to 1,000 cr. / MDC and other systems to 10% cheaper [BS page. 64].

If the repair is made by a Cyberdoctor, the cost is 1000 cr. / MDC and a 25% reduction for bionic and cybernetic systems (up to 50% if he doesn't charge his time costs) [RUE page. 90].

XP table

Experience	Good	Selfish	Evil
10	Performing a Skill (unsuccessful)	Performing a Skill (unsuccessful)	Performing a Skill (unsuccessful)
25	Performing a Skill (successful)	Performing a Skill (successful)	Performing a Skill (successful)
25	Clever, but futile idea	Clever, but futile idea	Clever, but futile idea
25 *	Heroic Soliloquies/Trash Talking during battles	Self-aggrandizing statements/witticisms during battles	Self-aggrandizing statements/insulting or taunting opponents during battles
25*	Playing in character, minor (includes demonstrating common quirks and personality traits, as well as traits common to O.C.C.)	Playing in character, minor	Playing in character, minor
25-50	Killing or Subduing a Minor Menace	Killing or Subduing a Minor Menace	Killing or Subduing a Minor Menace
25-50 *	Roleplaying furthering relationships with the other PCs or NPCs.	Roleplaying maintaining one's own interest over other PCs or NPCs	Roleplaying ruining relationships with other or between other PCs or NPCs
50	Good Judgement	Good Judgement	Good Judgement
50*	Playing in Character, major (demonstrating physiological and psychological traits of the character (i.e. deformities, insanities, physical idiosyncracies, etc.)	Playing in Character, major	Playing in Character, major
50-100	Daring (clever or not)	Daring (clever or not)	Daring (clever or not)
75	Playing within the Genre Bonus.	Playing within the Genre Bonus.	Playing within the Genre Bonus.
75-100	Killing or Subduing a major menace	Killing or Subduing a major menace	Killing or Subduing a major menace
100	Clever, useful idea or action	Clever, useful idea or action	Clever, useful idea or action
100	Quick thinking idea or action	Quick thinking idea or action	Quick thinking idea or action
100	Avoiding unnecessary violence	Avoiding unnecessary death	Performing unnecessary violence
100*	Playing in character bonus, greater (demonstrating exceptional in-character playing.)	Playing in character bonus, greater	Playing in character bonus, greater
100	Avoiding/preventing destruction of property (Must be major property, i.e. a house, vehicle, building, magic relic, etc.)	Avoiding/preventing destruction of one's personal property	Destruction of property
100-200	Deductive reasoning and/or insight	Deductive reasoning and/or insight	Deductive reasoning and/or insight
100-200*	Thwarting a major villainous plot	Avoiding the effects of a major villainous plot	Putting into motion a villainous plot
100-300	Endangering the character's own life to help others	Endangering the character's own life to help themselves	Endangering other people's lives to help themselves
150-300	Killing or subduing a great menace	Killing or subduing a great menace	Killing or subduing a great menace
200	A critical plan or action that saves the character's life and/or a few comrades	A critical plan or action that saves the character's life, and helps their life out	A critical plan or action that results in other's deaths
200-500	Resolving personal conflicts with alignment, class, disposition, etc	Resolving personal conflicts with alignment, class, disposition, etc	Resolving personal conflicts with alignment, class, disposition, etc
400	A plan or action that saves a small group of people (12 or less people)	A plan or action that saves the character and significantly advances their life	A plan or action that results in the death or enslavement of some people
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another)	Self interest in a life and death situation (like dodging out of the way of a fireball meant for the character or someone else)	The sacrifice of another (especially if that other person is a 'friend' or ally) in a life and death situation (like pushing an ally in front of a fireball meant for the character)
500	Saving a large group of people (more than 12 people)	Gaining control of or power over a large group of people	Killing or enslaving a large group of people
600	Saving a small building full of people (more than 20 people in the building)	Gaining control of or power over a small building full of people	Killing or enslaving a small building full of people
750	Saving a large building full of people (more than 100 people in the building)	Gaining control of or power over a large building full of people	Killing or enslaving a large building full of people
1000	Saving a city block or small community (500-1000 people)	Gaining control of or power over a city block or small community	Killing or enslaving a city block or small community
2000	Saving a town or city (1000-500,000 people)	Gaining control of or power over a town or city	Killing or enslaving a town or city
2500	Saving a large city/metropolis (varies, but usually at least 500,000 people)	Gaining control of or power over a large city/metropolis	Killing or enslaving a large city/metropolis
3000	Saving a small region (small country, county, state, etc)	Gaining control of or power over a small region	Killing or enslaving a small region
4000	Saving a large region (country, large state, kingdom, etc.)	Gaining control of or power over a large region	Killing or enslaving a large region
5000	Saving a large nation or empire (large nations the size of the US, Canada, Russia, China, etc)	Gaining control of or power over a large nation or empire	Killing or enslaving a large nation or empire
6000	Saving a continent	Gaining control of or power over a continent	Killing or enslaving a continent
7000	Saving an entire planet	Gaining control of or power over an entire planet	Killing or enslaving an entire planet
7500	Saving an entire solar system	Gaining control of or power over an entire solar system	Killing or enslaving an entire solar system
8000	Saving a multiple solar systems	Gaining control of or power over a multiple solar systems	Killing or enslaving a multiple solar systems
9000	Saving a galaxy	Gaining control of or power over a galaxy	Killing or enslaving a galaxy
10,000	Saving the known universe	Gaining control of or power over the known universe	Killing or enslaving the known universe

Based on Kuseru GM Shield

Leaping distances (m)

(+50% with running start)

Non-trained human: 1.2↑ - 1.5→

Acrobatics/Gymnastics: 1.2 (+0.6/1vl)↑ - 1.5(+0.6/1vl)→

Supernatural P.S.: 2.4 (+1.2/1vl)↑ - 3 (+1.2/1vl)→

Recovery of Hit Points & S.D.C.

Rate of recovery: Non-Professional Treatment or one-self cures; 2 H.P. and 4 S.D.C. per day (24 h). Skills: First Aid, Paramedic, Field surgery and Paramedic.

Rate of recovery: Professional Treatment; 2 H.P. per day for the first two days and 4 H.P. per each following day. 6 S.D.C. per day. Skills: Medical doctor.

(Optional) When half the H.P. are lost, blood loss does an additional one H.P. of damage per minute (every four melee rounds).

When all H.P. are reduced to 0, the character falls into a coma and hovers near death.

Surviving coma and death

A character can take one point of damage below zero for each P.E. point.

A character in coma will survive without treatment one hour per P.E. point.

Coma recovery ratio (roll 2 out of 3); roll every hour until stabilized (1 H.P.) or dies.

Treatment from unprofessional individuals with medical skills: 01-18%

Treatment from an intern or nurse: 01-32%

Treatment from a doctor without proper facilities: 01-46%

Treatment from a doctor at a clinic (fair facilities): 01-56%

Treatment from a hospital: 01-66%

Treatment from a major, large hospital: 01-70%

Treatment of a near fatal M.D. Injury (Optional)

First, Roll to determine Hit Location (unless called shot or GM discretion)

Hit Location & Damage from a M.D. Blast

01-10% Lost a foot.

11-20% Lost a hand.

21-30% Lost an entire arm.

31-40% Lost an entire leg.

41-50% Lost both arms.

51-60% Severe external body and skin damage and loss of one limb.

61-70% Shot clean through. Severe shock and internal injury; 1d4 internal organs will have to be replaced.

71-80% Shot clean through. Severe shock and internal injury; lost one lung and damage to heart or 1d4 internal organs. Cybernetic or Bio-Systems required.

81-90% Lost half of the face plus 20% of the upper body (skin

and muscle) is damaged. Cybernetic reconstruction and skin grafts required.

91-95% Lost entire lower body from the waist down; bionics will be required for complete restoration.

96-100% Lost all four limbs or one entire side of the body. Bionics will be required to make a complete recovery and function unimpaired.

Second, Medical attention required

1.- Character needs medical attention within 2d4 minutes.

Required Skills or Powers: Paramedic, Field surgery, Holistic Medicine, Medical Doctor, Psychic Surgery, Psychic Healing, Magical Healing.

2.- If treatment is successful, character falls into coma: 0 S.D.C. and 1d6+2 H.P. remain. Character is stabilized.

3.- Character needs intensive medical attention within 4d6x10 minutes from Field Surgery or Medical Doctor (roll again). If successful character will live! Bionic reconstruction is necessary. Insanity due to near death trauma (roll on the following table):

01-33% No mental trauma.

71-80% Roll once on the Rnd. Ins. Table.

34-50% Roll once on the Phobia Table.

81-90% Roll once on the Affec. Dis. Table.

51-60% Roll once on the Obsession Table.

91-100% Roll once on the Psychosis Table.

61-70% Roll twice on the Phobia Table.

(See pg. 331 RUE).

Damage from Fallings & Crashes

Fallings

Damage from falling without M.D.C. armor: 1D6 S.D.C. / 3 m.

Damage from horse falling without M.D.C. armor: 1D6 S.D.C..

Damage from falling inside an M.D.C. armor: 1 S.D.C./6 m.

Falling M.D.C. characters without M.D.C. armor: 1 M.D./30 m. (House rule).

High speed crash inside M.D.C. armor: 1D4 S.D.C. for every 32 km/h of speed above 80 km/h.

Knockdown:

Damage from being knocked down without M.D.C. armor: 1D6 S.D.C./6 m.

M.D. Knockdown: victim takes 1D6 M.D. +1D6 additional for every 48 km/h of speed. 60% victim knocked off (loses initiative and 2 melee attacks). The attacker suffers 1/4 of the victim's damage.

Crash-Landing

Roll under pilot skill: successful crash-landing does 1D4x10 M.D. to M.D.C. armor and 3D6 to those inside the aircraft (no damage to those inside reinforced compartment). Unsuccessful crash-landing does 3D4x10+30 M.D. to M.D.C. armor and 1D6 worth of

S.D.C. for every 20 M.D. sustained (3D6 S.D.C. to those inside reinforced compartment).

Running/Flying/Riding through S.D.C. structures (branches, debris, etc.):

5D6 S.D.C. damage per melee (cannot attack) moving beyond 48 km/h. If riding roll percentile dice under P.S. to hold on: getting knocked off causes additional 6D6 S.D.C. damage (loses initiative and 2 melee attacks).

Characters inside M.D.C. armor suffers ¼ the damage from the battering and fall.

Skill Penalties

Advanced, Unknown or Alien Machines and Technologies: -30 to -40%

Bionics & Cybernetics: Operator receive -10% to -20% to figure out hardware function, and -20% to -40% to manipulate some aspects (cannot install them).

Military Technology: -15% to -25% to civilian engineers and Operatots.

Pressure situations:

Booby-trap: -10% to -40%.

Cheap, faulty and/or unfamiliar tools: -5% to 1-15%.

Confused/uncertain or distracted: -10% to -20%.

Countermeasures, traps and alarms are in place: -10% to -15%.

Difficult, complex or infamiliar task: -10% to -15%.

Distracted by outside forces: -10% to 20%.

Encryped data or firewall: -20% to -40%.

Frightened, nervous or jumpy: -5% to -10%.

Lack of sleep/exhausted: -10%; +50% longer to perform (24-36 hours without sleep), -15%; x2 longer to perform (48-72 hours without sleep), -30% to -50% and x3 longer to perform (>80 hours without sleep).

Panic situation: -50%, ½ to strike, Perception bonus reduced to zero and shooting a gun is "wild".

Pressure situation, low: -5%.

Pressure situation, moderate: -10%.

Pressure situation, serious: -15% to -20%.

Pressure situation, deadly: -25% to -30%.

Scared: -30% to -50% (-75% if related to a phobia).

Seriously wounded: Below 50% H.P. -20%; Below 25% H.P. -30%.

Illness: -10% to 50%.

Time sensitive: -10% to -30%.

Trying to do something while moving: -5% to -40%.

Exhaustion penalties: -2 Spd., -2 Init., -2 damage, -1 strike, parry and dodge.

Saving throws

Lethal Poisons (14)

Non-Lethal Poisons (16)

Harmful drugs (15)

Acids (no save possible - dodge!)

Insanity (12)

Psionics (15-normal/animal, 12-minor/major, 10-master, 6-Psi-Stalker)

Magic spell - Invocations (12) (see spell strength; Animals -4)

Ritual Magic (16)

Magic circles (16)

Magic protections (14)

Faerie magic (16)

Infernal/Demonic magic (14 - Demonic lords could require 15/16)

Divine/Immortal/Dragon magic (16)

Magic breath (14 to dodge)

Horror/Awe Factor (8-16)

Unconsciousness (15)

Unconsciousness - being strangled (14)

Disease (14)

Pain (16)

Electrocution (18) (14 - Supernatural criatures)

Shrapnel (14 to dodge)

Extreme temperatures (14/16)

Soul absorption (14)

Curse (16)

Stunning - falling inside MDC armor (40% above 30.5 m, 79% 61 m or higher)

Stunning - crashing inside MDC armor (30% >80 km/h, +5% for +16 km/h)

Stunning - Explosion inside MDC armor (60% >40 MDC damage)

Ranged Combat Bonuses & Penalties

All Ranged Attacks: Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

Aimed Shot: +2 to strike (takes 2 attacks).

Called Shot: No bonus. Enables the character to strike very small, difficult or covered targets; counts as 2 melee attacks (see called shot penalties).

"Aimed" Called Shot: +2 to strike, but can target very small, specific or covered targets (takes 3 attacks; see called shot penalties).

Shooting Blind: -10 to strike.

Shooting Burst: Strike bonuses reduced by ½ (-3 to

strike w/o W.P.).

Shooting Wild: -6 to strike.

Shooting 30% Beyond Normal Range: -5 to strike.

Target is moving: -1 to strike, -1 additional per 80 km/h beyond 32 km/h, and -1 for evasive action.

Target is Behind Cover: Requires Called Shot.

Dodging Gunfire, within 3 m: -10 to dodge.

Dodging Gunfire, within 15.2 m: -5 to dodge.

Called shot penalties

Unprotected diminute area: -8 to strike.

Head: -4 to strike.

Hand: -4 to strike.

Foot: -4 to strike.

Arm: -3 to strike.

Leg: -2 to strike.

Note: A Called Shot can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

Speed Chart

Speed factor	kmph	m per round	Speed factor	mph	m per round
5	5.6	25	55	6	275
11	1	55	58	6	290
22	2	110	66	7	330
27	29.7	135	77	8	385
33	36	165	88	9	440
44	48	220	110	120	550
50	56	250	132	148	660

Technological Effects on Magic and Psionics

Bionics and cybernetic implants: reduce P.P.E. by half and prevent to draw on P.P.E. from other sources. Magical healing is reduced by half. Magical regeneration will heal the body and reject the bionics.

Wearing Artificial Body Armour: If more than 50% of the body is covered in artificial material spells cost is 20% more in P.P.E., and roll once on the following table to see if this interference has an impact on the spell.

01-20 Reduce spell damage or effects by 1 D4x10%.

21-40 Reduce spell duration by 1 D4x 10%.

41-60 Reduce the spell's range by 1 D4x 10%.

61-80 Reduce both the range and duration of the spell by 20%.

81-00 Lucked out, no additional problems.

Magic from inside a vehicle or giant robot: impossible.

Psionics that affect the mind and emotions don't affect:

• People inside a locked room or car, unless the attacker knows his desired victim is inside or he can see him directly (or via Astral Projection).

• Someone in a fast moving vehicle, because they are going too fast to make a connection and since most psionic powers have a short range.

• Someone in a sealed, environmental M.D.C. vehicle like a tank,

APC, giant robot or heavy power armour (250 M.D.C. or more for the main body).

Psi-Powers requiring physical contact/touch:

don't affect someone sealed inside a vehicle, nor environmental armour.

Gear & Services

Hotel room:

Economy room. 30 cr. per night.

Standard room. 80-100 cr. per night.

First class room. 120-250 cr. per night.

Luxury suite. 400-1,000 cr. per night.

Food:

Breakfast. 4-8 cr.

Average meal. 5-40 cr.

Quality meal. 50-100 cr.

Pizza. (small) 2 cr.; (medium) 5 cr.; (large) 8 cr.; (XL) 11 cr.

Average drink. 1-15 cr.

Exotic wine. 200-10,000 cr.

Services:

Attorney. 300-500 cr. per hour.

Bodyguard. 1,600 cr. per day per operative (+expenses).

Cellular phone service. 30 cr. per month. (+air time. 25-50 cr.)

Computer terminals. 10 cr. per 30 minutes of use.

Fake identity papers. 500 cr. (Black market).

Haircut. 8 cr.

Martial arts master class. 50-200 cr. per session.

Private Shipping. 10-1,000 cr. (average 40-200 cr.)

Tailor made suit. 1,000-10,000 cr. (18,000-25,000 M.D.C.: 18-26).

Taxi (in large towns). 10 cr. per trip, or 1 cr. per minute (multiple stops).

Leisure

Dance club or Disco. 10-25 cr.

Derby. 10-30 cr. (luxury booth. 3,000 cr.)

Gymnasium. 50 cr. per month or 500 cr. per year.

Juicer games. (season ticket) 200 cr.; (event ticket) 15-50 cr.; (private booth) 700 cr.

Men's (Women's) Club. 5,000 cr. per year.

Theatre ticket. (amateur play) 5-10 cr.; (concerts and quality acts) 25-50 cr.

Common weapons

Vibro-knife. 1D6 M.D.; 7000 cr.

Vibro-sword. Large, one-handed sword - 2D6 M.D. 11,000 cr.

Neural mace. pg. 259 RUE. 8,000 cr.

Laser pistol. 1D6 M.D. 6,500-11,000 cr.

Laser Rifle. 3D6 M.D. 16,000-18,000 cr.

E-Clip. (short) 5,000-6,000 cr.; (long) 8,000 cr.

E-Clip recharge. (short) 1,200-1,500 cr.; (long) 2,000-2,500 cr.

Explosives. pg. 260 R.U.E.

Hand Grenades. pg. 260 R.U.E.

Common gear (pg. 261 R.U.E.)

Bandages. 8 m roll. 5 cr.

Belt, Utility (military style). 3-5 cr.

Compass. 50-150 cr.

Cross Crucifix (wood; 20-30 cm). 2-10 cr.

Disposable Lighter or Box of 200 matches. 1 cr.

Flashlight. (large) 12-20 cr.; (pocket size) 6 cr.

Gas Mask. 50-80 cr. (half that used).

Grappling hook and Line (130 m). 80 cr.
 Knife (1D6 S.D.C. damage). 20-300 cr.
 Magnifying Glass (small). 5 cr. (double for large).
 Map of a region. 50 cr.
 Pocket or Signal Mirror. 2-5 cr.
 Sunglasses or Goggles. (cheap) 15-50 cr.; (fancy or light adjusting) 100-300 cr.; (eye glasses) 100-500 cr.
 Golden Age Relics (salvage rates; selling prices x4-10)
 Common articles. 10-50 cr.
 Books, magazines, newspaper. 40-160 cr.
 Computer hardware. 100-800 cr.
 Jewelry and old furniture. 200-1,200 cr.
 Rare working weapons and electronics. 400-2,400 cr.
 M.D.C. salvage (salvage rates; selling prices x4-10)
 Unusable M.D.C. material. 60 cr. per ton.
 Scrap metal. 15 cr. per 45 kg. (minimum a ton.)
 Machine parts or box of basic electronics. 20-30 cr.
 Psychic and Magic services
 Psychic diagnosis; Induced healing. 100 cr.
 Light Healing. 150 cr.
 Negate Poison. 200 cr.
 Healing touch; Increased Healing; Cure Minor Disorder; Heal wound; Life source. 300 cr.
 Breathe Without Air. 300 cr.
 Restore P.P.E.; Purify Food/Water. 500 cr. per point.
 Cure Illness; Fortify Against Disease. 800 cr.
 Psychic purification; Greater healing. 1,000 cr.
 Cure Phobia; Lifeward. 6,000 cr.
 Exorcism; Expel Demons; Stone to Flesh; Super Healing (M.D.C.). 10,000 cr.
 Psychic surgery. 6,000-24,000 cr. (depends on injury severity.)
 Remove Curse. 50,000 cr.
 Restore Limb. 60,000 cr.
 Restore Life; Restoration. 1,000,000+ cr. (and favours).
 Spell scroll. 10,000 cr. per level.

Carry & Lifting Weights

<i>Normal P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x4,5	P.S.x9 (3 s per P.E.)
≥ 17	P.S.x9	P.S.x18 (3 s per P.E.)
<i>Dog Boy P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (6 s per P.E.)
≥ 17	P.S.x18	P.S.x36 (6 s per P.E.)
<i>Crazy</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (30 s per P.E.)
≥ 17	P.S.x18	P.S.x36 (30 s per P.E.)
<i>Robot P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x4,5	P.S.x9 (3 s per P.E.)
≥ 17	P.S.x11,25	P.S.x22,5 (3 s per P.E.)
<i>Supernatural P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x9	P.S.x18 (1 min per P.E.)
≥ 17	P.S.x22,5	P.S.x45 (1 min per P.E.)
<i>Juicer P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
3-16	P.S.x18	P.S.x36 (30 s per P.E.)
≥ 17	P.S.x36	P.S.x72 (30 s per P.E.)
<i>Giant Robots P.S.</i>	<i>Carry (kg.)</i>	<i>Lift (kg.) (time)</i>
≥ 40	P.S.x45	P.S.x90

Short Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (light)	2D4x10	804 kmph	8 km	3 m	5
High Explosive (medium)	2D6x10	804 kmph	8 km	1.6 m	5
Fragmentation (light)	2D4x10	724 kmph	4.8 km	6.1 m	5
Armor Piercing (medium)	2D6x10	1045 kmph	8 km	1.5 m	5
Plasma/Napalm (medium)	2D6x10	804 kmph	4.8 km	4.6 m	5
Tear Gas	None	321 mph	0.8 km	3 m	5
Knock-Out Gas	None	321 kmph	0.8 km	3 m	5
Smoke (colors available)	None	482.7 kmph	1.6 km	6.1 m	5
Fire Retardent	None	321 kmph	0.8 km	6.1 m	5

Medium Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (light)	2D4x10	1929 kmph	80.4 km	6.1 m	10
High Explosive (medium)	2D6x10	1929 kmph	64.3 km	6.1 m	10
High Explosive (heavy)	3D6x10	1929 kmph	64.3 km	9.1 m	10
Fragmentation (light)	2D6x10	1608 kmph	64.3 km	12.2 m	10
Armor Piercing (medium)	3D6x10	2571 kmph	96.5 km	6.1 m	10
Plasma/Napalm (medium)	4D6x10	2251 kmph	64.3 km	12.2 m	10
Multi-warhead*	5D6x10	1929 kmph	128.7 km	6.1 m	10
Smoke (colors available)	None	1608 kmph	64.3 km	12.2 m	10

Long Range Missiles

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive (medium)	3D6x10	Mach 3	804 km	9.1 m	20
High Explosive (heavy)	4D6x10	Mach 3	804 km	12.2 m	20
Fragmentation (light)	2D6x10	2251 kmph	643 km	24.4 m	20
Armor Piercing (medium)	3D6x10	Mach 3	1286 km	9.1 m	20
Plasma/Heat (medium)	4D6x10	2251 kmph	804 km	12.2 m	20
Plasma/Heat (medium)*	5D6x10	2251 kmph	804 km	15.2 m	20
Proton Torpedo (heavy)*	6D6x10	Mach 3	1928 km	15.2 m	25
Nuclear (medium)*	1D4x100	Mach 3	1608 km	15.2 m	20
Nuclear (heavy)*	1D6x100	Mach 3	1608 km	15.2 m	20
Nuclear Multi-warhead*	2D4x100	Mach 3	2893 km	15.2 m	25

Mini Missiles and Special Armaments

Warhead	M.D.	Speed	Max. Range	Blast radius	M.D.C.
High Explosive	5D6	804 kmph	1.6 km	1.5 m	1
Fragmentation	5D6	804 kmph	0.8 km	6.1 m	1
Armor Piercing	1D4x10	2251 kmph	1.6 km	0.9 m	2
Plasma/Napalm (medium)	1D6x10	1929 kmph	1.6 km	1.5 m	1
Smoke (colors available)	None	804 kmph	0.8 km	6.1 m	1

* Available as smart bombs. +5 to strike.

P.P.E. Sources by Race

3D6 P.P.E.: The average human adult (20 years and older).
 4D6 P.P.E.: The average human teenager (14 to 19 years old).
 6D6 + 6 P.P.E.: The average human child (13 and under).
 6D6 P.P.E.: Goblins, faeries, algor.
 5D6 P.P.E.: Elf, changeling and gnome.
 4D6 P.P.E.: Wolfen, coyotes, & most mutant animals.
 3D6 P.P.E.: Dwarf, ogre, troll and most other races.
 1D4x10 or more P.P.E.: Most giant races.
 3D6 P.P.E.: Most other races.
 4D6 P.P.E.: Monsters and D-Bees that are not psychic or users of magic.
 1D6x10 P.P.E.: Lesser demons and monsters with innate magic powers such as metamorphosis, turn invisible, fly without wings, bio-regeneration, etc.
 2D6x10 + 20 P.P.E. Lesser demons and monsters who are very magical in nature or can cast spells.
 1D6x100 P.P.E.: Greater demons and monsters with minimal magic abilities.
 2D6x100 P.P.E.: Greater demons and monsters who are "lords", practitioners of magic or who possess incredible power.
 4D6x1000 P.P.E.: Supernatural intelligences.

I.S.P. Boost at ley lines

Drain 1d6+1 I.S.P. per melee round (15 seconds).

Must be spend that round.

Increase psychic powers range and duration by 50% within 1.6 km of a ley line.

Increase psychic powers range and duration x2 on a ley line or nexus point.

Increase psychic powers damage +1d on a ley line.

Increase psychic powers damage +2d on a nexus point.

I.S.P Recovery per hour

O.C.C./P.C.C./R.C.C.	Activity	Meditation/Sleep
Burster	2	12
Dog Boy	2	12
Mind Melter	2	12
Psi-Stalker	2	12
Dragon Hatchling	-	4/2
Cyber-Knight	-	6
Other Master Psychic O.C.C.s	2	12
Other Psychics	-	4/2
Meditation power	-	By O.C.C. or 6

Random Ley Line Table

Roll (%)	Miles long	Roll(%)	Miles long
01-10	3D4	51-60	4D6
11-20	3D6	61-70	2D4x10
21-30	1D6	71-80	1D6x10
31-40	2D6	81-90	3D6x10
41-50	6D6	91-00	5D6x10

Ley Line wide: 1d4x1000 feet.

Ley Line lengh: 3.2 - 16 km.

P.P.E. Boost at ley lines

Increase spell range and duration by 50% within 3.2 km of a ley line.

Increase spell range, duration and damage x2 on a ley line or 1.6 km of a nexus point.

Increase spell range, duration and damage x3 on a ley line nexus point or 61 meters of a nexus point. (+2 save vs. magic and H.F.; +1 spell strenght).

P.P.E. Sources

Drawing P.P.E. from magic ariafcts. Varies.

Drawing P.P.E. from other living beings. Freely Given;

70% of the current P.P.E. offered by each person within 6.1 m radius. Unwilling subject; 1% of the P.P.E.

after a failed saving throw vs. magic at +4. Blood sacrifice; x2 current victim P.P.E.

Ley Lines & Nexus Points. 10 P.P.E./melee round on a ley line, 20 P.P.E./ melee round on a Nexus Point. (x2 Ley Line Walkers and Shifters). See special times that increase P.P.E. available from Ley Lines and Nexus at pg. 186 RUE.

P.P.E. Recovery per hour

O.C.C./P.C.C./R.C.C.	Rest or Sleep	Meditation
Ley Line Walker/Rifter	7	15
Mystic	5	10
Shifter	5	10
Techno-Wizard	4	8
Other mages	5	10

